Player

GALACTIC
Player Sheet

Name

Captain

Ship Name

Connections

Strain

Archetypes

Fortune

Astronaut d6
Diplomat d6
Explorer d6
Professor d6
Scoundrel d6
Tinker d6
Warrior d6

Edges

Current Quest ① ② ③ Ⓕ

Quest Description

Quest Rewards

My Crew

Name
Player
Trust
Trauma

Name
Player
Trust
Trauma

Name
Player
Trust
Trauma

Name
Player
Trust
Trauma

Options

Use 1 edge to keep from losing one of your dice in play.
Use 2 edges to add a d10 to your dice before rolling.
Use a connection to re-roll any die in play. The result adds to total strain.
Spend 1 Fortune between rolls to bring a new archetype into the conflict.
Spend 5 Fortune to remove all strain from an existing connection.
Spend 5 Fortune to gain a new connection.
Spend 3 Fortune to remove one die of impairment from an archetype.
Spend 3 Fortune to refresh one use of an edge.
Spend 6 Fortune to increase an archetype by 1 (max 6).
Spend 5 Fortune to gain a new edge, or an additional use of an existing edge.